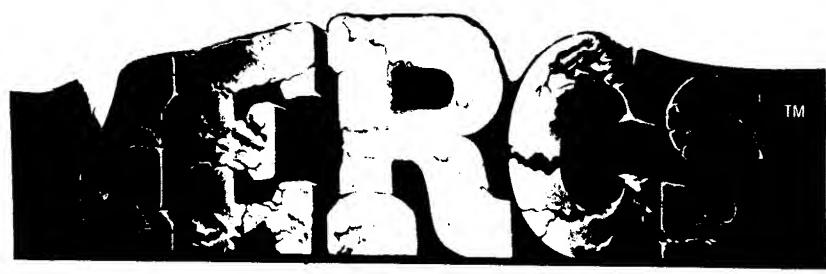


# INSTRUCTION MANUAL

**M****E****R****O**



**CAPCOM U.S.A.**

## **WARNING**

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY  
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

**WARNING:** This equipment generates, uses and can radiate radio frequency energy and if not used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J and PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.



**"WINNERS DON'T USE DRUGS"**

**William S. Sessions, Director, FBI**

**\*IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN\***

**CAPCOM, USA INC.**

**INVITES YOU TO USE**

**OUR SERVICE NUMBER FOR  
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY  
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.**

**PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.**

**CALL US FOR PROMPT, COURTEOUS  
ANSWERS TO YOUR PROBLEMS.**

**Direct Number**

**(408) 727-0400**

# Installing Your New



## New Game Package

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# Dip Switch Tables

## Optimize Your Profits

Thorough Research shows that two and a half minute games both satisfy players and also keep the quarters flowing.

If games aren't running about two and a half minutes long, then collections probably aren't at their peak. You'll want to tailor your game to your location. The trick is to adjust a few DIP switches. (See the chart in this book.) It's easy!

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
CONTINUE COIN	NORMAL CONTINUE							OFF	
								ON	

\*IF CONTINUE COIN MODE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN.

DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL	EASY ↑ NORMAL ↓ DIFFICULT	OFF	OFF	OFF					
		ON	OFF	OFF					
		OFF	ON	OFF					
		ON	ON	OFF					
		OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
		ON	ON	ON					
COIN SELECTOR	3 COINS 1 COIN				OFF				
					ON				

3 COIN MODE AND 2 PLAYERS MODE MAY NOT BE USED TOGETHER

DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
SCREEN PAUSE	NO				OFF				
	YES				ON				
SCREEN FLIP	NO					OFF			
	YES					ON			
DEMONSTRATION SOUND	NO						OFF		
	YES						ON		
CONTINUE	NO							OFF	
	YES							ON	
MODE	GAME MODE TEST MODE							OFF	
								ON	

\*HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.

\*RE-START WHEN DIP SW RESET.



# HELPFUL HINTS IN CASE OF DIFFICULTY

## PROBLEM/CAUSE-CURE

No Raster/No Video	<ul style="list-style-type: none"><li>-Check A.C. line cord</li><li>-Check line fuse</li><li>-Check monitor brightness</li><li>-Check power switch and/or interlock switch</li><li>-Check all solder connections on line filter and transformer</li><li>-Check for proper orientation of the PCB connector</li></ul>
Raster/No Video	<ul style="list-style-type: none"><li>-Check all PCB to monitor connections</li><li>-Check power supply voltage on PCB</li></ul>
No Video/Game sounds can be heard	<ul style="list-style-type: none"><li>-Check monitor brightness</li><li>-Check all PCB to monitor connections</li></ul>
Wrong Colors	<ul style="list-style-type: none"><li>-Monitor needs degaussing</li><li>-Check for proper wiring between PCB and monitor</li><li>-Check monitor adjustment and adjust if necessary</li></ul>
Wavy Picture	<ul style="list-style-type: none"><li>-Check monitor ground is properly connected to monitor</li><li>-Be certain sync inputs are properly connected to monitor</li><li>-Check horizontal hold adjustment</li></ul>
Horizontal/Vertical Roll	<ul style="list-style-type: none"><li>-Check horizontal and/or vertical hold adjustments</li><li>-Check for proper wiring of sync from PCB to monitor</li></ul>
No Sound	<ul style="list-style-type: none"><li>-Check for -5 volts on edge connector of PCB</li><li>-Check volume control potentiometer adjustment</li><li>-Check for +12 volts on edge connector of PCB</li><li>-Check wiring from PCB to speaker</li><li>-Check speaker for low resistance between the "+" and "-" tabs</li></ul>
Bad Sound	<ul style="list-style-type: none"><li>-Check wiring to speaker for bad solder connections</li><li>-Check sound with another speaker</li></ul>
No Switch Input	<ul style="list-style-type: none"><li>-Check ground connection to switch/es</li><li>-Check wiring between PCB and switch/es for proper connection</li><li>-Check switch/es with an ohmmeter to verify proper operation</li></ul>
Switch Operates Incorrect Function	<ul style="list-style-type: none"><li>-Check wiring between PCB and switches for proper orientation</li><li>-Check wiring for shorts between switch inputs</li></ul>
No Coin Meter	<ul style="list-style-type: none"><li>-Check wiring to coin meter</li><li>-Check that +5 volts is on "+" side of meter</li><li>-Verify a +5 volt meter is used</li></ul>
When coin switch is made and meter pulses, the screen blanks out and/or game resets	<ul style="list-style-type: none"><li>-Verify that a meter with a diode is used</li><li>-If no diode is built in meter, a IN4004 can be used across the meter. Cathode to "+" side of meter and anode to "-" side of meter</li></ul>
Also see CAUTIONS under section "Before You Get Started"	

## SETTING EXPLANATION

### PCB CONNECTOR

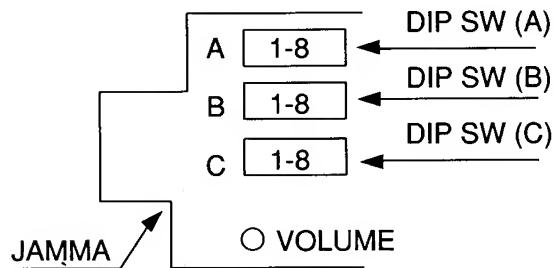
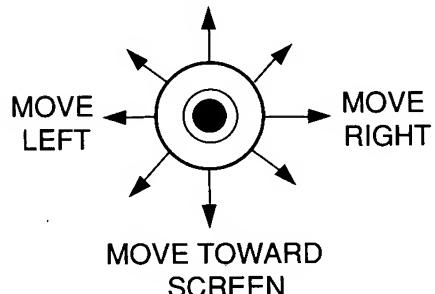
#### JAMMA STANDARD

#### CRT MONITOR

#### VERTICAL SCREEN

#### CONTROL PANEL

#### MOVE AWAY FROM SCREEN

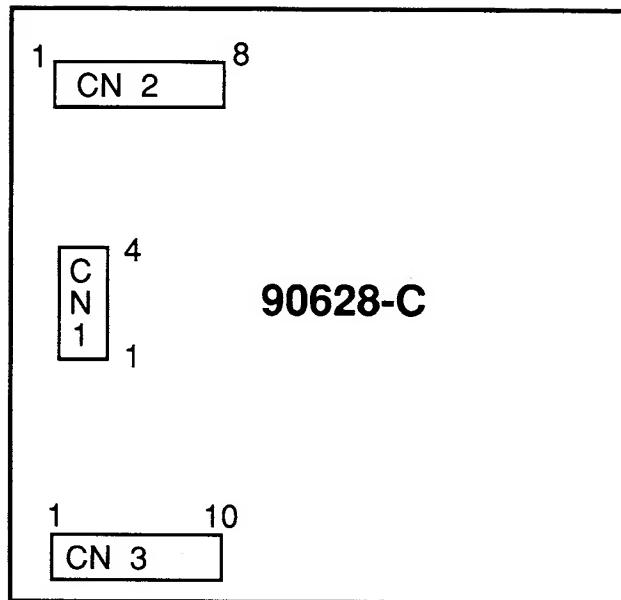


SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2. (COIN LOCKOUT 2)	J	8	COIN COUNTER 1 (COIN LOCK OUT 1)
SP (-)	K	9	
N.C.	L	10	SP (+)
	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 3	T	16	COIN SW 1
START SW 3	U	17	START SW 1
3P UP	V	18	1P UP
3P DOWN	W	19	1P DOWN
3P LEFT	X	20	1P LEFT
3P RIGHT	Y	21	1P RIGHT
3P PUSH 1	Z	22	1P PUSH 1
3P PUSH 2	a	23	1P PUSH 2
3P PUSH 3	b	24	1P PUSH 3
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

## MAIN HARNESS CONNECTIONS

Wire Color	Solder Side			Parts Side	Wire Color
Black	Ground	A	1	Ground	Black
Black	Ground	B	2	Ground	Black
Red	+5VDC	C	3	+5VDC	Red
Red	+5VDC	D	4	+5VDC	Red
White	Not Used	E	5	Not Used	White
Yellow	+12VDC	F	6	+12VDC	Yellow
	Key	H	7	Key	
Brown	Coin Counter 2	J	8	Coin Counter 1	Brown
Red	(Coin Lockout 2)	K	9	(Coin Lockout 1)	Red
Black	Speaker (-)	L	10	Speaker (+)	White
Blue	Not Used	M	11	Not Used	Blue
Green	Video Green	N	12	Video Red	Red
Gray	Video Sync	P	13	Video Blue	Blue
Red	Service SW	R	14	Video Gnd	Black
Brown	Not Used	S	15	Test Switch	Brown
White	Coin SW 2	T	16	Coin SW 1	White
Gray	2P Start	U	17	1P Start	Gray
Violet	2P Up	V	18	1P Up	Violet
Blue	2P Down	W	19	1P Down	Blue
Green	2P Left	X	20	1P Left	Green
Yellow	2P Right	Y	21	1P Right	Yellow
Orange	2P Fire	Z	22	1P Fire	Orange
Red	2P Sp. Weapon	a	23	1P Sp. Weapon	Red
Brown	Not Used	b	24	Not Used	Brown
Blue	Not Used	c	25	Not Used	Blue
Blue	Not Used	d	26	Not Used	Blue
Black	Ground	e	27	Ground	Black
Black	Ground	f	28	Ground	Black

## 2nd-PLAYER SPEC.



### 4 PIN

GND	1	BLACK
GND	2	BLACK
12V	3	YELLOW
12V	4	YELLOW

### INPUT PIN

CONNECT WITH JAMMA CONNECTOR  
GND AND 12V PIN.

### 8 PIN

N.C.	1	PURPLE
(COIN LOCK 3)	2	GRAY
LAMP 1	3	WHITE
LAMP 2	4	BROWN
LAMP 3	5	YELLOW
12V	6	YELLOW
12V	7	YELLOW
12V	8	YELLOW

### OUTPUT PIN

FOR USE WITH LIGHTENED START BUTTON.  
\* NOT TO BE OUTPUT THE CASE WITHOUT  
FROM CN1.

12V ELECTRIC POWER FOR LAMPS

### 10 PIN

GND	1	BLACK
GND	2	BLACK
2P RIGHT	3	PURPLE
2P LEFT	4	GRAY
2P DOWN	5	WHITE
2P UP	6	BROWN
2P PUSH 1	7	ORANGE
3P PUSH 2	8	GREEN
(COIN SW 2)	9	BLUE
START SW 2	10	PURPLE

### THIRD PLAY CONTROLLER INPUT

## NOTES:

# **CAPCOM GAME OWNER:**

**Please fill out card and register for Free drawing at COIN-OP SHOWS.  
YOU NEED NOT BE PRESENT TO WIN.**

**Remember to fill in S/N of PCB (S/N IS REQUIRED FOR DRAWING).**

## **REGISTER FOR FREE DRAWING**

-9-

**FROM:**

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PLACE  
STAMP  
HERE

**CAPCOM U.S.A., INC.**

3303 Scott Boulevard  
Santa Clara, CA 95054



3303 Scott Boulevard  
Santa Clara, CA 95054  
(408) 727-0400

COMPANY NAME													
LAST NAME	FIRST NAME												
ADDRESS													
CITY	STATE	ZIP CODE	AREA CODE/PHONE NO.										
PRODUCT PURCHASED													
PURCHASED FROM:													
DATE OF PURCHASE													
MONTH DAY YEAR													
S/N	AAMA NO.												
HOW WOULD YOU RATE THIS GAME: EXCELLENT <input type="checkbox"/> VERY GOOD <input type="checkbox"/> FAIR <input type="checkbox"/> POOR <input type="checkbox"/>													
HOW DID YOU HEAR ABOUT THIS GAME: MAGAZINE <input type="checkbox"/> FRIEND <input type="checkbox"/> OTHER _____													
DO YOU OWN ANY OTHER CAPCOM ARCADE GAMES? YES <input type="checkbox"/> NO <input type="checkbox"/> PLAN TO BUY IN NEAR FUTURE <input type="checkbox"/>													
WHAT TYPE OF ROUTE DO YOU OWN: ARCADE <input type="checkbox"/> SMALL ROUTE <input type="checkbox"/> LARGE ROUTE <input type="checkbox"/> HOW MANY GAMES DO YOU OWN _____													
WHAT CAPCOM ARCADE GAMES ARE YOU FAMILIAR WITH: CAPCOM BOWLING <input type="checkbox"/> GHOULS 'N' GHOSTS <input type="checkbox"/> STRIDER <input type="checkbox"/> FORGOTTEN WORLDS <input type="checkbox"/> UN SQUADRON <input type="checkbox"/> FINAL FIGHT <input type="checkbox"/> 1943 <input type="checkbox"/> STREET FIGHTER <input type="checkbox"/> OTHER <input type="checkbox"/> _____													
COMMENTS: _____ _____ _____													